

③ Explain the following

(i) Adding texture to faces.

2) Adding shadow of object

Ans Adding texture to faces in Computer Graphics.

texture mapping is a method of adding realism to a computer-generated graphic. An image (the texture) is added (mapped) to a simple shape that is generated in the scene, like a decal pasted to a flat surface. This reduces the amount of computing needed to create the shapes & textures in the scene.

Adding shadows of object

The invention relates to a method computer program & device for automatically adding shadows to object  $(2, 20)$  in a computer-generated scene (1). This is performed by calculating a first three dimensional  $(3D)$  position for a shadow object  $5(5, 50)$  based on a 3D position of a first original object  $(2, 20)$  and a 3D position of a first light source  $4(3, 30)$  & adding a shadow object  $(5, 50)$